

## Milestone 2 implementation function

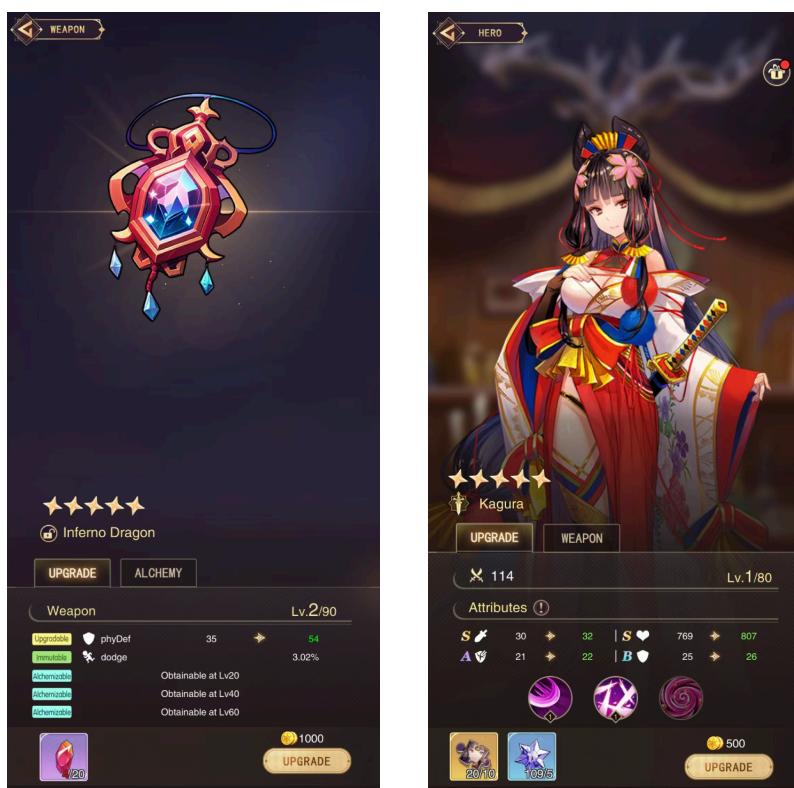
This version does not sell NFTs. The game encourages players to use in-game resources to design and create "(NFT)" by themselves, and then allows users to selectively trade.

As communicated with Jerome, our goal for Milestone 1 to 2 is to acquire users, prepare for user conversion, and improve game functions.

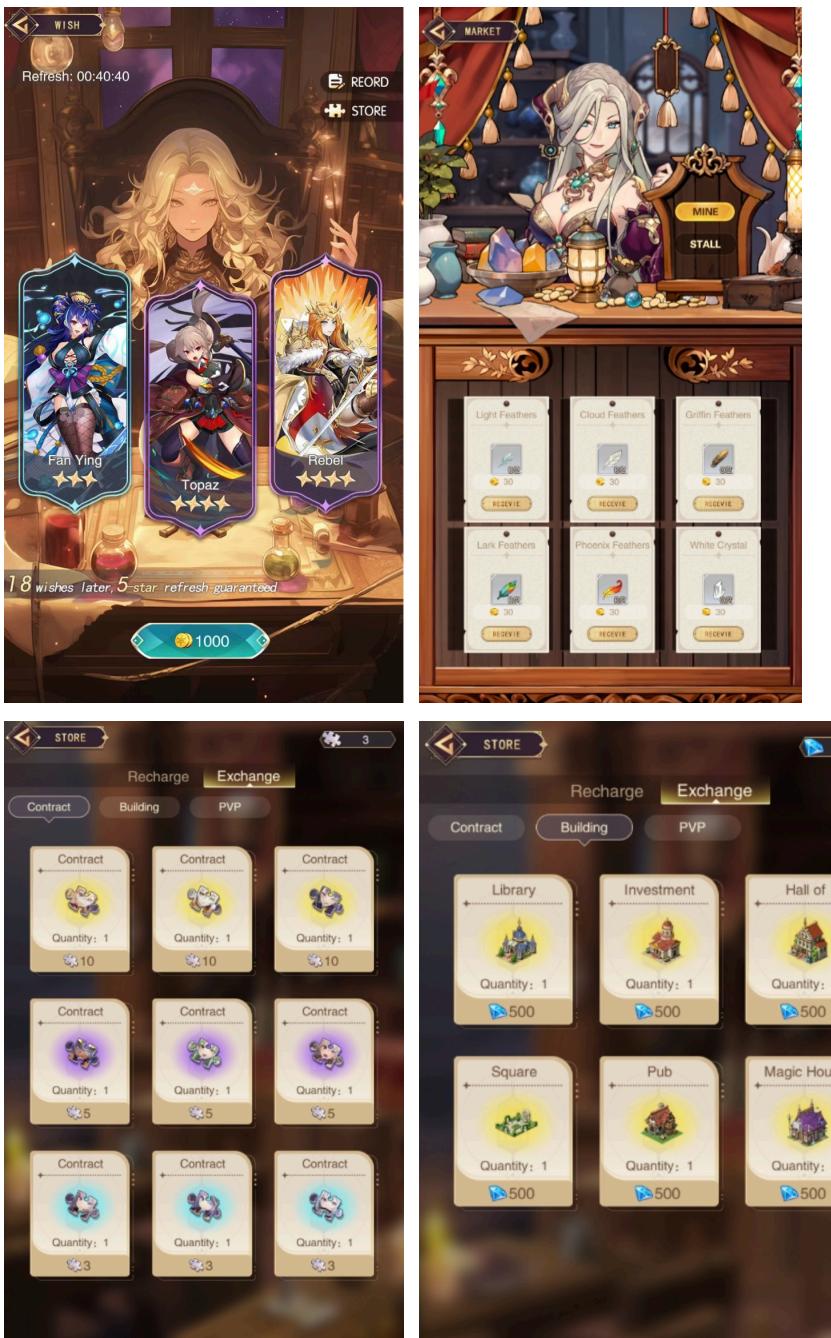
The original communication is as follows:



### 1. Equipment-Character Building (Design and Production)



## 2. Mall trading, character blind box



### Implemented in Milestone 3

1. Launch test operation and acquire users.
2. Implemented in the game:
  - (1). User production.
  - (2). User trading.
  - (3). User construction and decoration.
3. Selling world map land NFT (token output).